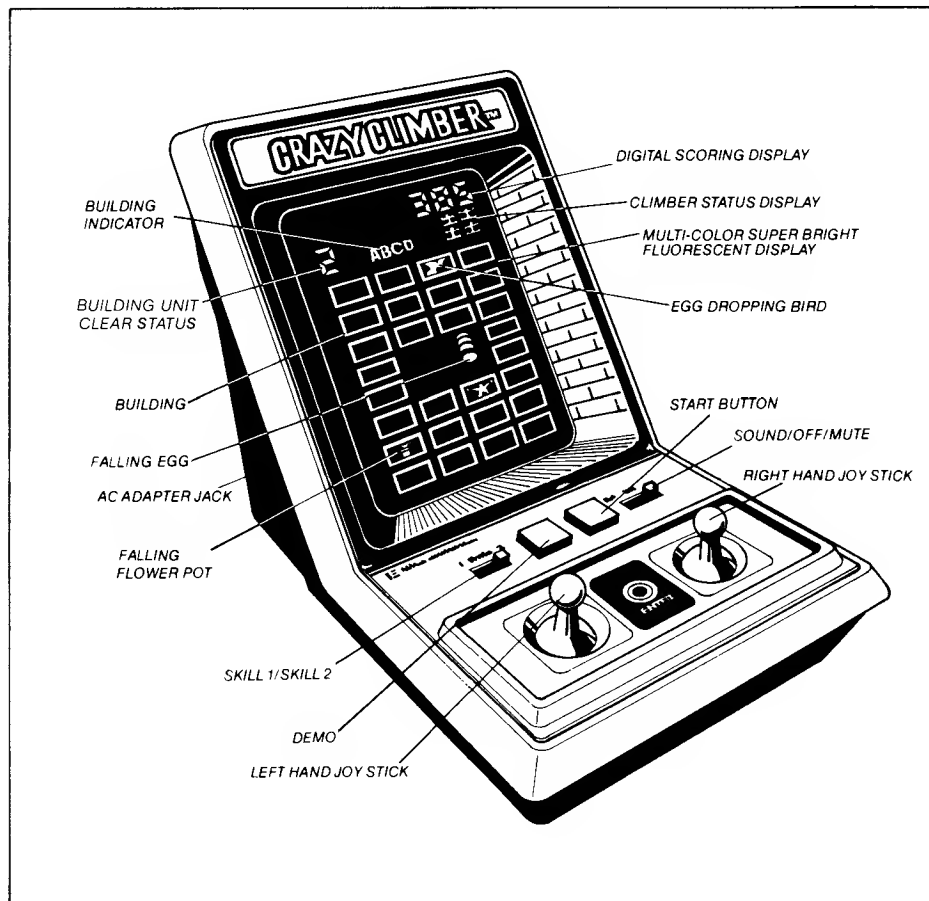


ARCADE **CRAZY CLIMBER*** **ELECTRONIC GAME**



ENTEX
ELECTRONIC
ARCADE

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Welcome to the exciting world of ENTEX handheld arcade machines. The Crazy Climber game is patterned after the world famous Crazy Climber video arcade machine by NICHIBUTSU.

BEFORE YOU BEGIN TO PLAY THIS SOPHISTICATED GAME, PLEASE READ ALL INSTRUCTIONS. THEN FOLLOW THESE EASY STEPS.

1. BATTERY INSTALLATION

Batteries — Turn game upside down. Press tab towards cover and lift cover off. Insert 4 “C” (UM-2) batteries. Alkaline type are recommended for longer life. Battery positions are indicated inside the battery box. Replace cover.

AC Adapter — This game can be played using an AC adapter (use ENTEX No. 6060 AC adapter, sold separately). Note: This adapter is designed to operate on 110 to 120 V.A.C. at 60 Hz (the current found in most U.S. homes). Should the current in your area differ, please check with the place of purchase for an appropriate adapter.

To use Adapter — Remove batteries from game, then insert AC adapter plug into AC jack. When not in use, remove AC adapter from wall socket.

2. DEMONSTRATION MODE

We know you are just dying to try the game. But first, why don't you look at the DEMO mode. Simply push the DEMONSTRATION button and hold it and turn the game to SOUND or MUTE. The game will go through a display test after which the micro-computer will begin to play itself.

3. OBJECT OF THE GAME

The object of Crazy Climber is to score as many points as possible by climbing as high as you can on many different buildings. It sounds easy. But you had better watch out because the building residents, for some reason, don't think you are very funny. So they drop flower pots, hammers, and there is even an egg dropping bird bent on your destruction.

4. CONTROLS

Please refer to the illustration on the back of the package for each of the controls mentioned below.

A. SOUND/OFF/MUTE

Turns the game ON or OFF. If turned to the MUTE position, the game will play with no sound effects.

B. SKILL 1/2

This button steps up the speed and difficulty of the game. Please note: The desired skill level must be selected before the game is turned on.

C. DEMO

See Step 2 - Demonstration Mode

D. START BUTTON

This button is used to initiate game play or to reset the game.

E. JOY STICK CONTROLS

Crazy Climber has 2 JOY STICKS. The one on the left controls the left hand of the climber; the one on the right controls the right hand. Each JOY STICK has 4 positions: Up, down, left, and right.

To move the climber in a horizontal (sideways) direction you must move both joy sticks to the right or left simultaneously. This will cause the climber to move in the direction desired. Both hands must be on the same window level to move sideways.

Climbing Up — This is accomplished by a hand over hand climb. First, move one hand to the up position. Then move that hand to the down position while moving the opposite JOY STICK to the up position. Imagine, if you will, climbing a ladder hand over hand. You are reaching with one hand and pulling yourself up with the other. You may also climb by using one hand only although climbing in this fashion is substantially slower.

Climbing diagonally is accomplished by climbing up, then moving to the left or right, then up again. With practice you can make this maneuver one smooth climbing motion.

The climber cannot move in a downward direction. Keeping both JOY STICKS down in a downward position or up in an upward position is classified as a hold position. This will prevent falling objects from hitting the climber's hand and knocking him off the building.

5. SCORING

There are 4 buildings: A, B, C and D. Each building is progressively more difficult.

One point is scored for climbing each floor on any of the buildings.

Successfully climbing building A - 100 point bonus, move to 100th floor of Bldg. B

Successfully climbing building B - 200 point bonus, move to 200th floor of Bldg. C

Successfully climbing building C - 300 point bonus, move to 1st floor of Bldg. A

Successfully climbing building D - 400 point bonus, move to 100th floor of Bldg. B

In order to obtain the bonus, you must catch the sky hook at the top of each building. You will then be placed on the 100th floor of the next building which will give you the bonus.

6. GAME STATUS DISPLAY

The GAME STATUS DISPLAY consists of three elements, the Building Indicator, Building Unit Clear Status and Climber Status. The Climber Status indicates the number of climbers remaining. The Building Indicators A, B, C and D represent four buildings in succession, or ONE BUILDING UNIT. Each unit, when completed, will advance the Building Unit Clear Status indicator **one** digit, up to the number 9. When climber scales the building represented by Building Unit **9D**, the Building Unit Clear Status indicator returns to 0 (zero) and the game continues.

An additional climber is awarded when you reach the 100th floor of Building B.

7. END OF GAME

The game is over when all climbers have fallen.

8. STRATEGY

As we mentioned earlier, the object of Crazy Climber is to score as many points as possible. Two elements are critical to your success. The first is the ability to climb. You must familiarize yourself with maneuvering the climber up and sideways in order to be successful in playing this game.

The second critical element is to learn the "hold position." Anything that falls on you will knock one of your hands off a window ledge. It is the hold position that prevents you from being knocked off the building.

Crazy Climber is a fun game. There is a lot of action and special elements. There is even a balloon that you can catch that will move you up 10 floors.

Every element of danger has a specific sound effect. Learn to recognize those sound effects and you will be ahead of the game.

Good climbing!

www.handheldmuseum.com

ADAPTER JACK

This electronic game has a built-in adapter jack. When the adapter is used, no batteries are required. We recommend using the Entex No. 6060 6V AC adapter. Use of other adapters with improper connectors or incorrect voltage output may void your warranty and cause permanent damage to your electronic game. If your dealer does not stock the Entex adapter, you can obtain one by using the coupon below.

NOTE: THIS ADAPTER IS DESIGNED TO OPERATE ON 110 to 120 V.A.C. at 60 Hz (the current found in most U.S. homes). Should the current in your area differ, please check with the place of purchase for an appropriate adapter.

Helen Parts
Entex Industries, Inc.
303 West Artesia Blvd.
Compton, CA 90220

Please send the following for my Entex #6070 Crazy Climber™

	Quantity	Price	Total
#6060 AC Adapter	_____	\$7.00	_____

(Cost includes postage and handling)

Los Angeles County residents 6-1/2% Sales Tax _____

All other California residents 6% Sales Tax _____

Total _____

Send to: _____
Check Enclosed _____

Name: _____

No./Street: _____

City/State/Zip: _____

90-DAY WARRANTY

Entex Industries warrants to the original consumer purchaser that this electronic game will be free of defects in material and/or workmanship for 90 days from the date of purchase.

During this 90-day warranty period, Entex will, at its option, repair or replace a defective game without charge after the game has been returned postage prepaid and insured with **proof of date of purchase** to Entex Industries, Repair Center, 303 West Artesia Boulevard, Compton, California 90220.

Games returned without proof of date of purchase or after the 90-day warranty period will be repaired or replaced with a reconditioned unit (at Entex's option) for a service charge of \$25.00. Entex is not obligated to repair or replace any games returned after one year from the date of purchase. If you return a game after one year from the date of purchase or Entex finds that the game has been abused, misused or altered, you will be advised of additional anticipated repair cost prior to commencement of any repair work.

This warranty gives you specific legal rights and you may have other rights that vary from state to state. This warranty is made in lieu of any other express warranty and does not cover damage resulting from accident, unreasonable use, neglect, unauthorized service or other causes not arising out of defects in materials or workmanship. Entex's exclusive liability for defects in material and workmanship shall be limited to repair and replacement at an authorized Entex service station. Entex shall in no event be liable for incidental or consequential damages, although in states which do not allow the exclusion or limitation of incidental or consequential damages, the foregoing limitation or exclusion may not apply to you.

Packing and returning instructions:

1. Pack in the original carton, or use a good carton with plenty of crumpled paper to protect the unit.
2. Address to:
Entex Industries Repair Center
303 West Artesia Blvd.
Compton, CA 90220
3. Apply correct postage stamps, insure the unit; then mail.